Student Numbers:				Emails:	FIRST NAMES	FAMIL	Y / LAST NAMES	
3 3	0 3	7 8	8	scott.lonsdale99@gmail.com	Scott	Lonsda	ile	
3 3	0 3	2 4	3	benp1999@gmai.com	1999@gmai.com Ben Perkins		s	
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COMP3960 Prototype Report 2

Scott Lonsdale and Ben Perkins

CODE WE CREATED

Most of the particle effects are customized to suit each scenario. We have animation effects for killing enemies, snow effects and also for the super mode pickup. - Scott

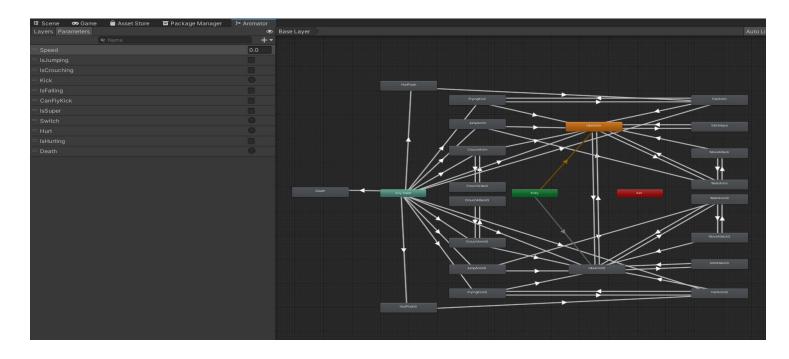
Created PlayButton.cs code for button handling, made vast edits to CharacterController.cs and PlayerMovement.cs. Added hit detection for all triggers and enemies. Coded physics based knockback for the player getting hit, including locking out player movement while the player is taking damage. Added sound effects for certain scenarios. Added health system that is persistent across all level scenes as well as a Keycard pickup in order to access level 3. Keycard status is also persistent through all levels. Coded health pickups as well as a super mode pickup which temporarily increases speed, hit range and hit speed. Animations rigged for both normal and super mode. I also implemented a system that remembers what scene (level) the player was last in, in order to reposition the character in the right spot as you return to level 1 from level 2 in order to get to level 3. - Ben

Created Health.cs and UI.cs. Health.cs is used to draw the health graphic to the players UI canvas. The UI.cs script is what is in charge of saving states between scenes and for knowing where to place the player in the scene contextually. This holds variables for health, keycard status and previous scene number with setters and getters in order to be accessed by each scene's player gameobject. - Ben

Edits were made to PlayerMovement.cs to allow animation triggers to be called when the player is grounded or not, and vast edits were made to PlayerMovement.cs to allow attacking to occur. The code to attack and destroy enemies including anti spam protection (cooldown) and attack length (to make attacking realistic and not occurring at a single point in time only) was custom created for this project. - Ben

Animation Map

This is the animation state diagram we have created for the game. It shows all the transitions between animations including the various attacks, jumping, idling, walking and falling. There are 11 main triggers and variables that are referenced in code to be able to determine when certain state transitions should occur. This is almost twice that of Assignment 2 which had 6. The speed variable determines idle and walking, the isJumping, isCrouching and isFalling booleans are used to determine which attack animation should occur when the kick trigger is called (kick is used for all attacks, as the base attack is a kick). The canFlyKick trigger is used as well, as the isJumping trigger is disabled when the player is in the falling state, but the user is able to fly kick while falling. The isSuper tag is to tell the animator to select super or regular animations based on if the player is currently in the super state. The Hurt trigger is to be able to trigger the hurt animation from code, and the isHurting boolean is so that the animator does not move onto a different animation before the player regains control of the character-Ben



CODE/GUIDES WE REFERENCED

The camera tracking and boundary setting code (BoundaryManager.cs and CameraFollow.cs) was primarily based off of this guide https://www.youtube.com/watch?v=3qfbJ-JSrOc with a few edits. - Scott

Tilemap functionality was implemented mainly from this guide - Scott https://www.youtube.com/watch?v=ryISV nH8qw

The character movement (CharacterController2D.cs and PlayerMovement.cs) are primarily based off of this tutorial. https://www.youtube.com/watch?v=dwcT-Dch0bA - Ben

The AI movement (AiPatrol.cs) was based off of this tutorial. - Ben https://www.youtube.com/watch?v=aRxuKoJH9Y0

Basic parallax framework was based on this tutorial - Scott https://www.youtube.com/watch?v=zit45k6CUMk

Snow effects and other particle basics was based on this tutorial - Scott https://www.youtube.com/watch?v=QP8zj-JQgml

Health system based on this tutorial - Ben https://www.youtube.com/watch?v=3uyolYVsiWc

Object Persistence implemented using this tutorial - Ben https://www.youtube.com/watch?v=WchH-JCwVI8&feature=youtu.be&t=1005

ASSETS WE CREATED

The Start Menu and Win Screen Scenes were made for this project - Ben

The Player had its attacking animations modified to suit the flow of the game, e.g made punch attack a walking animation where as standard the character was pictured standing still. - Ben

Made Player super state animations and graphics. -Ben

Modified Portal for background transparency and red colour. - Ben

One layer of the background was created by using parts of the castle sprite sheet to make moon and stars - Scott

Most of the tiles used inside the cave have also been tinted blue to show the cave environment - Scott

Custom on/off door markers - Scott

ASSETS WE REFERENCED

Music/Sound Effects Used

Level Theme - The Revenge of Shinobi - The Shinobi (F-Zero Remix) created by TheLegendofRenegade

https://www.youtube.com/watch?v=yOkNHiZ-0-q

Win Theme - Path Complete from the VVVVVV soundtrack composed by Magnus Pålsson

https://www.youtube.com/watch?v=vRtESvGRCNE

Ristar - Ice Scream (Sonic 3 Remix) created by TheLegendofRenegade

https://www.youtube.com/watch?v=hfmAmlrqb4E

Thunder Force IV - Space Walk (SNES Remix) created by TheLegendofRenegade

https://www.youtube.com/watch?v=YkVM8J3JWpM

Collecting health.wav by rdaly95

https://freesound.org/people/rdaly95/sounds/387133/

Male_hurt3.ogg by micahlg

https://freesound.org/people/micahlg/sounds/413177/

Jumping 1.wav by ShaneF91

https://freesound.org/people/ShaneF91/sounds/386572/

Small explosion by bevibeldesign

https://freesound.org/people/bevibeldesign/sounds/315826/

Metal 04 by Q.K.

https://freesound.org/people/Q.K./sounds/56254/

Access Denied Buzz by Jacco18

https://freesound.org/people/Jacco18/sounds/419023/

Punch-miss (whoosh) by DrMinky

https://freesound.org/people/DrMinky/sounds/174435/

Textures Used

Metroid-like palette by chipmunk - https://opengameart.org/content/metroid-like



Metroidvania Dark Tile Tileset by The Chayed-

https://opengameart.org/content/metroidvania-dark-platformer-tileset



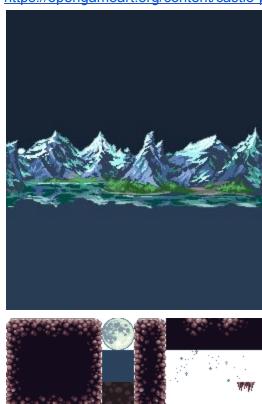
Monk Character by ansimuz (included in the GothicVania Church Pack) https://opengameart.org/content/gothicvania-church-pack



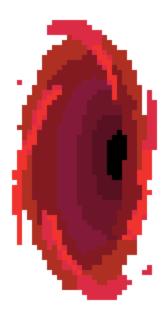
Baboon Monk by CrisisWorks - https://opengameart.org/content/baboon-monk



Castle Platformer tileset and background by Jetrel https://opengameart.org/content/castle-platformer



Portal animation by Graffe https://grappe.itch.io/pixelportal



Keycard by Anonymous -

http://pixelartmaker.com/art/192eeafe39eae6a?fbclid=lwAR3WnRLn0rNsa-xrbrKdQnV690gxcl_apxzSnoBJoUJ9YzX6R05XdIR3q7Y



Heart sprite by YellowPixel

https://www.shutterstock.com/image-vector/pixel-art-heart-love-valentine-556098610



www.shutterstock.com · 556098610

Fire Cycle by Anonymous -

http://pixelartmaker.com/art/e247ee9441a294e?fbclid=lwAR2X8EeplCGB9891azCFvv8qQxPrg SJMEOplItetkhH5RhfHu-AkVh637sM

